

GAMEBOOK - 1.0

```
1 REM COPYRIGHT BY ROBERT A. WALDMAN
3 Q0=0:Q1=1:Q2=40000:Q3=3:Q4=4:Q5=2:Q6=6
:Q8=8:Q10=3000:Q11=5000:Q13=10000:Q17=10
0000:Q18=18:Q21=10:Q23=30000:Q24=24:Q25=
25
4 Q26=7010:Q27=11000:Q31=17:Q33=7:Q51=16
Q50:Q54=54:Q104=100:Q120=17120:Q181=1718
0:Q200=5200:Q202=200:Q300=300:Q400=400
5 Q402=3400:Q500=500:Q504=18500:Q650=965
0:Q800=9800:Q900=16900:Q999=99999
100 GRAPHICS Q0:FL=Q0
120 DIM INDEX(Q500,Q3),CARTNO(50),CARTNA
ME$(1250),A$(Q1),TEMP1$(Q25),GAMENAME$(Q
25),DATE1$(Q8),TEMPS$(Q18)
130 DIM SCORE(Q3),NAME$(Q54),DATE$(Q24),
LD$(Q3),RD$(Q3),PRTS$(Q6),VARPRT$(Q6),NH
OLD$(Q18),DATEH$(Q8)
132 DIM FINDEX$(8),FGAMEF$(11),FCARTF$(1
1),FEMP$(3)
133 GOSUB 31000
134 IF D=1 THEN GOSUB 31300
135 NHOLD$="":DATEH$="
":GRAPHICS 0:PRINT:PRINT "LOADI
NG INDEX FILE...":PRINT:TRAP 163
160 OPEN #Q1,Q4,Q0,FINDEX$:GO TO 170
163 PRINT:PRINT ")>ERROR. DISK DRIVE M
UST CONTAIN ":PRINT "A PROPER DATA FI
LE. FIX AND RESTART.":TRAP Q2
164 FOR Z=1 TO 600:NEXT Z
165 GO TO 133
170 TRAP Q2:INPUT #Q1,NUMGAM:IF NUMGAM=Q
0 THEN GO TO 250
180 FOR I=Q1 TO NUMGAM
200 INPUT #Q1,A,B,C:INDEX(I,Q1)=A:INDEX(
I,Q5)=B:INDEX(I,Q3)=C:PRINT "X":NEXT I
250 CLOSE #Q1:PRINT:PRINT:PRINT "FILE
LOADED.":PRINT:PRINT:PRINT "LOADING CA
RTRIDGE FILE...":PRINT:TRAP 163
270 OPEN #Q1,Q4,Q0,FCARTF$:TRAP Q2:INPUT
#Q1,NUMCART:IF NUMCART=Q0 THEN GO TO Q4
Q0
300 FOR I=Q1 TO NUMCART:INPUT #Q1,A,TEMP
1$:CARTNO(I)=A:CARTNAME$(Q25*I-Q24,Q25*I
)=TEMP1$:PRINT "X":NEXT I
400 CLOSE #Q1:PRINT:PRINT:PRINT "FILE
LOADED.":PRINT:FOR I=Q1 TO Q500:NEXT I
500 GRAPHICS Q0:PRINT:PRINT "CHOOSE ONE
OF THE FOLLOWING.":PRINT:PRINT " 1. EN
TER A NEW CARTRIDGE NAME."
560 PRINT " 2. DELETE A CARTRIDGE NAME."
:PRINT " 3. MODIFY A CARTRIDGE NAME.":PR
INT " 4. ENTER A NEW GAME."
590 PRINT " 5. DELETE A GAME.":PRINT " 6
. ENTER/DELETE SCORES.":PRINT " 7. REPOR
TS PROGRAM."
690 PRINT " 8. MAINTENANCE ACTIVITY COMP
LETED.":PRINT:TRAP 1000:INPUT REQ:TRAP
Q2:FOR I=Q1 TO Q8:IF REQ=I THEN GO TO 88
0
820 NEXT I:GO TO 1000
880 POP:ON REQ GOTO 2000,Q10,Q11,7000,Q
13,16000,29000,29000
1000 PRINT:PRINT ")>CHOOSE ONLY A NUMBE
R SHOWN IN MENU.":PRINT:FOR I=Q1 TO Q30
```

Sample BASIC code
for the Olympic
Gamebook System,
as printed out on the
Atari 40 column
printer of the time.

OLYMPIC GAMEBOOK SYSTEM

by

Robert A. Waldman

INSTRUCTIONS
12/1/81

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Olympic Standings Report

Cartridge Index Report

Game Scores Report

Data Input Form

SUMMARY

This Olympic Gamebook System is designed to track electronic game scores as ongoing Olympic events. While it was specifically created for use with the Atari Video Computer System, it will work for any electronic games on any unit, including the Atari computers.

It enables you to maintain a scorebook that tracks first, second, and third places (gold, silver, bronze) for up to 500 games. As in the Olympics, an individual is only able to hold one medal at any time for a specific game (based upon his best score). An Olympic Standings Report is produced that awards points on a 5-3-1 (gold-silver-bronze) basis for each game, and then totals to give overall standings.

Keeping a scorebook creates competition, adding new excitement to all electronic games. You'll find yourself playing all variations of the games, since each game version is given weight equal to the standard version generally played. The object, of course, is to accumulate as many points as possible.

New players (up to 35) can be added to (or deleted from) the Olympics at any time, as can new games or game variations.

EQUIPMENT REQUIRED

Atari 800 Computer (40K)

Atari 810 Disk Drive

Atari 850 Interface

Atari 825 Printer (or equivalent)

NOTE:- This is a requirement to
generate any information.

Atari BASIC Cartridge

ADDITIONAL EQUIPMENT RECOMMENDED

Atari 810 Disk Drive (second unit)

This is recommended for ease of processing (eliminates need for disk switching), but is not required.

BACKGROUND

GAME FORMATS

A given game is identified by:

(a) Cartridge - This is a major category of games. It can refer to a cartridge (eg, SUPER BREAKOUT for Atari 400/800), a tape (eg, SPACE INVADERS for Atari 400/800, or a tape of your own with a collection of games), or even

a disk with a collection of games on it. Each cartridge name will be assigned a number for identification purposes.

(b) Game - This identifies the game within the cartridge. Each game has a number associated with it for identification purposes.

(c) Left Difficulty Setting - This has three options: Beginner (B), Advanced (A), or Not Applicable (N). This is useful for the Atari Video Computer System, but will generally be "Not Applicable" for most other game units.

(d) Right Difficulty Setting - Similar to Left Difficulty Setting.

For example, an individual game might be identified as 4-14-B-N, which means Cartridge 4, Game 14, Left Difficulty Beginner, Right Difficulty Not Applicable.

DISK SETUP

Two disks are required to run this system - the program disk (which you should "write-protect" by putting tape over the notch on the disk) and a separate disk to hold the data. If you are running more than one Olympics, just use a separate data disk for each Olympics.

The system is designed to work with either one or two disk drives. In a two disk drive system, you will be placing the program disk in drive #1 and the data disk in drive #2. In a one disk drive system, you will be placing the program disk in drive #1, and the program will prompt you when to change back and forth between the program disk and the data disk.

GETTING STARTED

Turn on the disk drive(s) and insert the program disk into drive #1. In a two disk-drive system, insert the data disk into drive #2. If you will be initializing a new data disk, place it into drive #2. In this case, you must begin by initializing the disk, which is accomplished by choosing MAIN MENU item 6. This disk need not be pre-formatted. In a one disk-drive system, just hold onto the data disk for later use.

Turn on the interface and printer, and line up the paper with the printer tear bar. Turn on the computer and screen. After about ten seconds you will see the MAIN MENU on the screen:

GAMEBOOK

CHOOSE ONE OF THE FOLLOWING:

1. UPDATE DATA.
2. PRINT GAME REPORTS OR CARTRIDGE INDEX.
3. PRINT OLYMPIC STANDINGS REPORT.
4. REMOVE A PLAYER FROM THE OLYMPICS.
5. REORGANIZE THE DATA FILE TO SAVE SPACE ON DATA DISK. REQUIRES TWO DISK DRIVES.
6. START A NEW DATA DISK.
7. ACTIVITY COMPLETED.

The following sections deal with each of the MAIN MENU items.

1. UPDATE DATA.

When choosing a one (1) from the MAIN MENU, the computer will start by loading the appropriate data files into its main memory. As these files (called the "index file" and the "cartridge file") are being loaded, X's will be displayed on the screen for each game and cartridge respectively. When completed, the following "update" menu will appear:

CHOOSE ONE OF THE FOLLOWING:

1. ENTER A NEW CARTRIDGE NAME.
2. DELETE A CARTRIDGE NAME.
3. MODIFY A CARTRIDGE NAME.
4. ENTER A NEW GAME.
5. DELETE A GAME.
6. ENTER/DELETE SCORES.
7. REPORTS PROGRAM.
8. MAINTENANCE ACTIVITY COMPLETED.

Each of these selections will now be discussed.

1. ENTER A NEW CARTRIDGE NAME.

This is used to enter a new cartridge into the system. You will be asked for the name of the new cartridge, which may be up to 25 characters long. "X's" will print on the screen to guide you on this length. The lowest available number will automatically be assigned to the new cartridge and will be given to you at this time. You will be given a chance to be sure the name was entered correctly, and then the file will be updated.

You are permitted up to 50 cartridges, and name duplication is not allowed.

2. DELETE A CARTRIDGE NAME.

This allows you to remove a cartridge (and hence all its games) from the system. You will be asked for the cartridge number, and will be given a chance to confirm the deletion.

This cartridge number will now be available for use (automatically chosen) when a new cartridge is entered.

3. MODIFY A CARTRIDGE NAME.

Use this to change the name of a cartridge, for whatever reason. You will be asked for the cartridge number, and then asked to input the new name.

4. ENTER A NEW GAME.

This allows you to enter a new game (within any cartridge) into the system. You will be asked to enter:

- (a) the cartridge number
- (b) the game number (you choose it)
- (c) the left difficulty - B for Beginner, A for Advanced, N for Not Applicable
- (d) the right difficulty - B, A, or N
- (e) the game name - up to 25 characters
- (f) the scoring type - this tells the computer how to hold the scores and how to compare scores. There are four scoring types:

(1) Higher Better - Format XXXXXX

This says that the higher the score the better, and scores are held in whole numbers, from -99999 to 999999.

(2) Higher Better - Format XXX.XX

Here scores range from 0.00 up to 999.99

(3) Lower Better - Format XXXXXX

This says that the lower the score the better, and scores are held in whole numbers, from 999999 down to 0.

(4) Lower Better - Format XXX.XX

Here scores range from 999.99 down to 0.00.

Once these items have been entered, you will be given a chance to confirm that they are correct, and the game will be added to the file.

You are permitted up to 500 games, and duplications are not permitted

(ie, same cartridge number, game number, and difficulty settings). The game can be duplicated, as long as one of the key factors (eg, a difficulty setting) is different.

5. DELETE A GAME.

This is used to delete a specific game. You must enter the "key factors" for the game - cartridge number, game number, left difficulty, and right difficulty. You will be given a chance to confirm the deletion, before it is deleted.

6. ENTER/DELETE SCORES.

This is the method by which an individual's scores are entered or revised. You begin by entering the game (cartridge number, game number, left difficulty, right difficulty). The screen will then display the scores currently in the file, showing the game and the top three scores, with names and dates. You are now required to enter the name of the person whose score you are entering, the score, and the date.

First enter the name. This can be a name already on the screen, or a new name. You may use up to eighteen characters. If this individual is already in the system, be sure to spell the name exactly the same, so that the computer can identify the match for the Olympic Standings report. If the screen is correct as is, enter a zero (0) to finalize the data.

If you are continually entering scores for a given individual, a one (1) will repeat the name used in the last score update (even if for a different game). If you want to remove a score from the screen and leave it blank, enter a two (2), and you will be given that option. This is frequently useful in making corrections.

Once the name is in, enter the score, and then enter the date as MM/DD/YY. You are given the option here of repeating the last date used, or not entering the name and score that you just input (ie, cancelling the input).

Some scores may show -99999 when there is no score recorded. This is done so that negative numbers will be accepted when entered, and should be of no concern. The -99999 will not show on any reports.

After each score update, the revised top three scores will be redisplayed until the data is entered by inputting a name of zero (0).

7. REPORTS PROGRAM.

This selection stores the updated information, and then takes you directly to the program that prints game reports or the cartridge index, bypassing the MAIN MENU.

8. MAINTENANCE ACTIVITY COMPLETED.

This stores the updated information, and then returns you to the MAIN MENU.

2. PRINT GAME REPORTS OR CARTRIDGE INDEX

This option is used to output the main reports that make up the GAMEBOOK. The GAMEBOOK has an index at the front listing all cartridges alphabetically and their numbers, and then has separate pages for each cartridge's games and scores. For ease of update, it is recommended that these pages be hole-punched and kept in a loose leaf book.

Once you have entered the date, and the data has been loaded, the following menu is displayed:

CHOOSE ONE OF THE FOLLOWING:

1. PRINT CARTRIDGE INDEX.
2. PRINT FULL REPORT.
3. PRINT SPECIFIC CARTRIDGE REPORT.
4. MAINTENANCE PROGRAM.
5. REPORTS ACTIVITY COMPLETED.

Each of these items will now be discussed.

1. PRINT CARTRIDGE INDEX.

This option prints the index to the gamebook. It shows the date, the cartridges listed alphabetically with their cartridge numbers, and the number of games for each cartridge. At the bottom of the report the total number of games is displayed.

2. PRINT FULL REPORT.

This option will print the game scores for all cartridges, and can be lengthy, depending upon the number of cartridges and games active in the Olympics.

Each cartridge report shows the cartridge name, number, and date at the top. Then horizontal lines show the game number, name, difficulty settings, and the top three scores, names, and dates.

The left margins are indented so that you can hole-punch them and use a loose leaf binder.

3. PRINT SPECIFIC CARTRIDGE REPORT.

This will permit you to print the regular cartridge report for specific cartridges, rather than having to print the whole book. It is here that the advantages of using a loose leaf book become obvious.

4. MAINTENANCE PROGRAM.

This allows you to go directly to the maintenance (data update) program without going through the MAIN MENU.

5. REPORTS ACTIVITY COMPLETED.

This returns you to the MAIN MENU.

3. PRINT OLYMPIC STANDINGS REPORT.

This option totals each participant's gold, silver, and bronze medals, awarding points on a 5-3-1 basis, and prints a ranking report.

After the date is entered and the data is loaded, the computer will begin going through each game and awarding the medals. As each game is processed, the screen will display a code number for the game, so you can monitor its progress. The code number will be the cartridge number, game number, and a 0, 1, or 2 for each difficulty setting (for N, B, and A respectively). So, for example, game 8-15-E-N would appear on the screen as 81510, while game 17-2-B-A would appear as 17212. Once all games have been reviewed, the report will begin printing.

The report shows the date, and then lists the Olympic participants in order of points awarded. The medals are shown for each, and then the total points. At the bottom, total medals and points awarded are displayed. Obviously, the main objective of participants in the Olympics is to be as high as possible in these standings.

NOTE:- When there is a tie for a game medal, points are split. For example, a tie for first and second results in $(5+3)/2 = 4$ points to each participant, each getting $1/2$ gold and $1/2$ silver. A three-way tie gives each individual $(5+3+1)/3 = 3$ points and $1/3$ of each type medal. A tie for second and third gives each individual $(3+1)/2 = 2$ points.

4. REMOVE A PLAYER FROM THE OLYMPICS.

This is used when a player drops out of the Olympics. His name and scores will be deleted from each game in which he holds a medal, and a blank will take its place. Lower medal holders will be moved up accordingly.

Once the data is read in, you will be asked to enter the name of the

layer to be deleted, and then given a chance to confirm the deletion. If confirmed, the computer will go through each game, displaying the game on the screen in the same format as for the Olympic Standings report. If the player's name is deleted for a game, it will show on the screen after the game number is displayed.

5. REORGANIZE THE DATA FILE TO SAVE SPACE ON DATA DISK. REQUIRES TWO DISK DRIVES.

As new games and cartridges are added to an Olympic file, more and more space is taken up on the data disk. Normally, the limits of 50 cartridges and 500 games will fit easily onto a disk. However, when games are deleted from a file, the space they occupied remains filled, even though the programs do not access that space on the disk anymore. For this reason, in the rare cases when many games have been deleted and new games added, the disk may become nearly full. If you sense this may be a problem (you can check disk capacity using DOS) it is best to reorganize the file, which eliminates all the old useless information, freeing up valuable disk space. Menu option 5 will accomplish this reorganization. Note that two disk drives are required.

A scrap disk (it does not matter what is on it, or whether or not it is formatted) is required to run this reorganization. This disk is for temporary use and need not be saved for use with this program once the reorganization is completed.

When this item is chosen from the Main menu you will be asked to remove the program disk from drive #1 and replace it by the scrap disk. Execution of the reorganization will then take up to several minutes (depending upon file size). You will see the main steps of the process on the screen - formatting the scrap disk, reorganizing the disk on drive #2 to drive #1, copying the disk in drive #1 back to drive #2, and storing the new index file on drive #2. You will then be asked to replace the scrap disk in drive #1 by the program disk and the MAIN MENU will then reappear.

Your regular data disk now has the reorganized file (no difference in its actual data) and the scrap disk can be reused for whatever you wish.

Note that it is not important that you understand, technically, what has happened here. It is only important that you realize you have done this to save on disk storage space.

Again, in general, you should never need to use this program.

6. START A NEW DATA DISK.

This is used to initialize a new data disk for an Olympic file. Place the disk to be initialized (it need not be formatted) into the appropriate drive as instructed after choosing this menu option. The disk must be used only for purposes of this file. Anything else will be destroyed. Once the files have been set up, the MAIN MENU will return.

ACTIVITY COMPLETED.

This will return you to control of the BASIC cartridge and a READY

message will be displayed.

THE DISKS

The program disk contains the following programs:

- (1) MENU - this program generates the MAIN MENU, and is automatically run when the system is booted up.
- (2) GAMEBOOK - this is the program used to update the files.
- (3) REPORTS - this is the program used to generate game reports and the cartridge index.
- (4) RANKS - this is the program used to print the Olympic Standings report.
- (5) REMOVE - this is the program that removes a player from the Olympics.
- (6) REORG - this is the program used to reorganize the data file.
- (7) SETUP - this is the program used to set up (initialize) a new data disk.
- (8) AUTORUN.SYS - this automatically runs the MENU program when the system is booted up.
- (9) DOS.SYS - part of DOS 2.0.
- (10) DOS.DUP - part of DOS 2.0.

Your data disks will contain the following data files:

- (1) CARTFILE - contains the cartridge numbers and names.
- (2) INDEX - contains the game descriptions (cartridge number, game number, difficulty settings) and the location of their score data in the file GAMEFILE.
- (3) GAMEFILE - a random-access file containing the score information for each game.

THE BREAK KEY

The Break Key will function in the normal manner for all programs within the Olympic Gamebook System. However, when using the Break Key (or in the event of a power failure) while updating a file, some updates will have been made permanent and others will not. In general, cartridges or games added or deleted will not be permanent if processing is ended prematurely, but updated scores of previously existing games will be permanent. This is due to the timing of writing the new information to the disk.

In order to restart the system following a Break, simply run the MAIN MENU program (RUN "D:MENU").

If you are running a game report and you want to stop in the middle (for example, if you chose the wrong game), just hit any key. The computer will terminate printing after the next line and return you to the program menu. This way you will not have to break and restart with the menu program.

CAPACITIES

Maximum capacities are as follows:

Cartridges = 50
Games = 500
Participants = 35
Score = 999999
Cartridge name length = 25 characters
Game name length = 25 characters
Participant name length = 18 characters

In rare instances there are games that may permit scores over 999999. It is recommended that, in the game name, you make the notation (SCORE=X10) and drop the last digit from all scores. For example, a score of 1387438 would be input as 138744.

SPECIAL NOTES

FIRST COME FIRST SERVE

All medals are on a first come-first served basis with regard to tie scores. Since ties split points, this is only relevant in a tie for third (and fourth) places. The new player must beat the third place score in order to get any medal.

GAME NAME CHANGE

The only way to change the name of a game is to delete the game and then re-enter the game and its scores.

DATA INPUT FORM

It is recommended that players submit scores to the Olympic record keeper on a standardized form (a sample is included). Obviously, honor is critical for players submitting scores. Variations are many, with the possibilities of families submitting their best scores, competing against other families, as well as individuals. A newsletter describing the Olympic action to participants can also add much excitement.

TWO PERSON GAMES

There are many games that pit one player against another, such as

ATARI'S COMBAT or AIR-SEA BATTLE. These games are still excellent candidates for an Olympics. Just use one controller, leave the other one unattended, and see how high a score you can run up. If you play solo frequently, this will add a lot of excitement to games you've rarely played.

Of course there are some two-man games, such as ATARI'S FOOTBALL, that do not lend themselves to such an Olympics.

GAMES VERSUS COMPUTER

There are also many games that can be played against a computer opponent, such as ATARI'S AIR-SEA BATTLE, or BASKETBALL. The score that should be recorded is how much you beat the computer by, ie, your score minus the computer's score. In games where the computer is really tough, this can be a negative number.

Also, note that there can frequently be four variations of such a game, because difficulty setting (on the ATARI Video Computer System) can be B-B, B-A, A-B, A-A, each a slightly different variation.

DIFFICULTY CORRECTING A SCORE ENTRY

At times it may appear difficult to correct a score. For example, if you enter Joe Jones with a score of 200, rather than the correct score of 100, an attempt to change it will result in the computer correctly informing you that Joe Jones already has a higher score (eg, the 200). You should simply delete the erroneous score before re-entering the correct 100 score.

BACKING UP THE DATA DISK

To back up the data disk, simply use the DOS "duplicate disk" command (COMMAND J) with a back up disk. Be sure to go from the original to the back-up, as an error (reversing the order) will wipe out your current data disk.

OLYMPIC GAMEBOOK SYSTEM

SAMPLE REPORTS

DATE: 06/04/81

OLYMPIC STANDINGS

	-----MEDALS-----			TOTAL POINTS
	GOLD	SILVER	BRONZE	
1. ROBERT WALDMAN	93.7	82.7	74.7	791
2. JIM BURLEY	74.7	36.7	37.7	521
3. BRIAN BAILEY	21.2	52.2	35.7	298
4. JACK HILDNER	41.5	21.0	18.5	289
5. SANDY DIMKE	42.0	4.5	2.5	226
6. BOB TURNEN	13.0	35.0	13.0	183
7. BILL BUSBY	19.8	14.3	3.8	146
8. GEORGE DOWNING	9.7	20.7	18.7	129
9. JOE MILANO	11.7	13.2	20.2	118
10. GRETA STEELE	7.8	4.8	12.3	66
11. JOYCE FUBINI	2.0	11.0	4.0	47
12. RUSS DIMKE	.0	9.0	3.0	30
 ** GRAND TOTALS **	 337.0	 305.0	 244.0	 2844

CARTRIDGE LISTING

04/07/81

<u>CARTRIDGE</u>	<u>CARTRIDGE NUMBER</u>	<u>NUMBER OF GAMES</u>
AIR-SEA BATTLE	2	58
BASKETBALL	18	4
BOWLING	16	6
BRAIN GAMES	7	18
BREAKOUT	6	20
CANYON BOMBER	9	16
CASINO	12	1
CHAMPIONSHIP SOCCER	27	9
CIRCUS ATARI	26	12
COMBAT	1	44
DODGE 'EM	3	4
FLAG CAPTURE	14	3
GOLF	25	2
HOME RUN	28	4
INDY 500	5	12
MINIATURE GOLF	10	2
MISSILE COMMAND	31	34
NIGHT DRIVER	20	12
OUTLAW	8	4
SKYDIVER	15	8
SPACE INVADERS	24	32
STARSHIP	11	16
STREET RACER	4	8
SUPERMAN	19	4
VIDEO PINBALL	30	4

25 CARTRIDGES

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COMBAT

CARTRIDGE: 1

04/07/81

GAME: 1 - TNK, G'DED MIS, OPEN F'LD				LEFT DIFF: BEG	RIGHT DIFF: NA
1.	25 JIM BURLEY	02/27/81	2. 21 BRIAN BAILEY	01/25/81	3. 20 ROBERT WALDMAN 02/18/81
GAME: 1 - TNK, G'DED MIS, OPEN F'LD				LEFT DIFF: ADV	RIGHT DIFF: NA
1.	24 JIM BURLEY	02/27/81	2. 16 BRIAN BAILEY	02/14/81	3. 13 ROBERT WALDMAN 01/19/81
GAME: 2 - TNK, G'DED MIS, EASY MAZE				LEFT DIFF: BEG	RIGHT DIFF: NA
1.	19 ROBERT WALDMAN	02/18/81	2. 19 JIM BURLEY	02/27/81	3. 17 BOB TURNEN 03/08/81
GAME: 2 - TNK, G'DED MIS, EASY MAZE				LEFT DIFF: ADV	RIGHT DIFF: NA
1.	21 JIM BURLEY	02/27/81	2. 14 BRIAN BAILEY	01/25/81	3. 11 ROBERT WALDMAN 02/18/81
GAME: 3 - TANK, EASY MAZE				LEFT DIFF: BEG	RIGHT DIFF: NA
1.	19 JIM BURLEY	02/27/81	2. 15 BRIAN BAILEY	01/28/81	3. 14 BOB TURNEN 03/08/81
GAME: 3 - TANK, EASY MAZE				LEFT DIFF: ADV	RIGHT DIFF: NA
1.	21 JIM BURLEY	02/27/81	2. 20 ROBERT WALDMAN	01/28/81	3. 18 BRIAN BAILEY 02/21/81
GAME: 4 - TNK, G'D MIS, COMPLX MAZE				LEFT DIFF: BEG	RIGHT DIFF: NA
1.	18 JIM BURLEY	02/27/81	2. 15 ROBERT WALDMAN	01/28/78	3. 12 BRIAN BAILEY 01/28/81
GAME: 4 - TNK, G'D MIS, COMPLX MAZE				LEFT DIFF: ADV	RIGHT DIFF: NA
1.	20 JIM BURLEY	02/27/81	2. 16 BRIAN BAILEY	01/28/81	3. 11 ROBERT WALDMAN 01/28/81
GAME: 5 - TANK, COMPLEX MAZE				LEFT DIFF: BEG	RIGHT DIFF: NA
1.	16 JIM BURLEY	02/27/81	2. 14 JOE MILANO	01/29/81	3. 12 ROBERT WALDMAN 01/28/78
GAME: 5 - TANK, COMPLEX MAZE				LEFT DIFF: ADV	RIGHT DIFF: NA
1.	19 JIM BURLEY	02/27/81	2. 12 JOE MILANO	01/29/81	3. 11 BRIAN BAILEY 02/21/81
GAME: 6 - TANK-PONG, EASY MAZE				LEFT DIFF: BEG	RIGHT DIFF: NA
1.	23 JIM BURLEY	02/27/81	2. 21 ROBERT WALDMAN	02/08/78	3. 20 JOE MILANO 01/29/81
GAME: 6 - TANK-PONG, EASY MAZE				LEFT DIFF: ADV	RIGHT DIFF: NA
1.	20 ROBERT WALDMAN	01/28/81	2. 19 JOE MILANO	01/29/81	3. 19 JIM BURLEY 02/27/81
GAME: 7 - TANK-PONG, COMPLEX MAZE				LEFT DIFF: BEG	RIGHT DIFF: NA
1.	18 JIM BURLEY	01/06/81	2. 15 ROBERT WALDMAN	01/28/78	3. 10 BRIAN BAILEY 01/31/81

COMBAT

CARTRIDGE: 1

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GAME: 7 - TANK-PONG, COMPLEX MAZE				LEFT DIFF: ADV	RIGHT DIFF: NA
1.	35 JIM BURLEY	02/27/81	2. 20 BRIAN BAILEY	02/21/81	3. 17 JOE MILANO 01/29/81
GAME: 8 - TNK-PNG, BILL'RD, OPN FLD				LEFT DIFF: BEG	RIGHT DIFF: NA
1.	14 JIM BURLEY	02/27/81	2. 13 BOB TURNEN	02/14/81	3. 12 BRIAN BAILEY 02/21/81
GAME: 8 - TNK-PNG, BILL'RD, OPN FLD				LEFT DIFF: ADV	RIGHT DIFF: NA
1.	32 JIM BURLEY	02/27/81	2. 12 BOB TURNEN	02/14/81	3. 11 JOE MILANO 01/29/81
GAME: 9 - TNK-PNG, BILL'RD, EASY MZ				LEFT DIFF: BEG	RIGHT DIFF: NA
1.	13 ROBERT WALDMAN	01/28/78	2. 12 BRIAN BAILEY	01/31/81	3. 11 JIM BURLEY 02/27/81
GAME: 9 - TNK-PNG, BILL'RD, EASY MZ				LEFT DIFF: ADV	RIGHT DIFF: NA
1.	12 ROBERT WALDMAN	01/28/81	2. 11 JOE MILANO	01/29/81	3. 10 JIM BURLEY 02/27/81
GAME: 15 - BI-PLANE, GD MIS, CLOUDS				LEFT DIFF: BEG	RIGHT DIFF: NA
1.	16 BILL BUSBY	03/28/81	2. 15 BOB TURNEN	02/17/81	3. 14 JIM BURLEY 03/05/81
GAME: 15 - BI-PLANE, GD MIS, CLOUDS				LEFT DIFF: ADV	RIGHT DIFF: NA
1.	20 JIM BURLEY	03/05/81	2. 19 BILL BUSBY	03/28/81	3. 18 BRIAN BAILEY 02/14/81
GAME: 16 - BI-PLANE, CLOUDS				LEFT DIFF: BEG	RIGHT DIFF: NA
1.	20 JIM BURLEY	03/05/81	2. 13 GRETA STEELE	02/08/81	3. 13 BOB TURNEN 02/17/81
GAME: 16 - BI-PLANE, CLOUDS				LEFT DIFF: ADV	RIGHT DIFF: NA
1.	20 BRIAN BAILEY	02/14/81	2. 15 BOB TURNEN	02/17/81	3. 15 JIM BURLEY 03/05/81
GAME: 17 - BI-PLANE, MACH GUNS, CLDS				LEFT DIFF: BEG	RIGHT DIFF: NA
1.	18 BRIAN BAILEY	02/14/81	2. 18 ROBERT WALDMAN	02/18/81	3. 18 JIM BURLEY 03/05/81
GAME: 17 - BI-PLANE, MACH GUNS, CLDS				LEFT DIFF: ADV	RIGHT DIFF: NA
1.	24 JIM BURLEY	03/05/81	2. 17 ROBERT WALDMAN	01/28/81	3. 17 BRIAN BAILEY 02/14/81
GAME: 18 - BI-PLN, MACH GUN, OPN FLD				LEFT DIFF: BEG	RIGHT DIFF: NA
1.	26 JIM BURLEY	03/05/81	2. 20 ROBERT WALDMAN	01/18/81	3. 17 JOE MILANO 01/29/81
GAME: 18 - BI-PLN, MACH GUN, OPN FLD				LEFT DIFF: ADV	RIGHT DIFF: NA
1.	21 JIM BURLEY	03/05/81	2. 19 ROBERT WALDMAN	01/28/81	3. 16 BRIAN BAILEY 02/01/81

COMBAT

CARTRIDGE: 1

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GAME: 19 - BI-PLN, GD MS, OP FD, 2:2		LEFT DIFF: BEG	RIGHT DIFF: NA
1. 28 JIM BURLEY	03/05/81	2. 27 BOB TURNEN	02/19/81 3. 25 GRETA STEELE 03/01/81
GAME: 19 - BI-PLN, GD MS, OP FD, 2:2		LEFT DIFF: ADV	RIGHT DIFF: NA
1. 28 BOB TURNEN	02/19/81	2. 28 JIM BURLEY	03/05/81 3. 26 ROBERT WALDMAN 01/28/81
GAME: 20 - BI-PLANE, OPEN FIELD, 1:3		LEFT DIFF: BEG	RIGHT DIFF: NA
1. 28 BRIAN BAILEY	02/14/81	2. 27 ROBERT WALDMAN	01/18/81 3. 27 JIM BURLEY 03/05/81
GAME: 20 - BI-PLANE, OPEN FIELD, 1:3		LEFT DIFF: ADV	RIGHT DIFF: NA
1. 29 GRETA STEELE	03/01/81	2. 29 JIM BURLEY	03/05/81 3. 27 ROBERT WALDMAN 01/28/81
GAME: 21 - JET, GUIDED MISSILES, CLDS		LEFT DIFF: BEG	RIGHT DIFF: NA
1. 17 JIM BURLEY	03/05/81	2. 17 BILL BUSBY	03/28/81 3. 12 BOB TURNEN 03/08/81
GAME: 21 - JET, GUIDED MISSILES, CLDS		LEFT DIFF: ADV	RIGHT DIFF: NA
1. 18 JIM BURLEY	03/05/81	2. 17 BILL BUSBY	03/28/81 3. 14 JOE MILANO 01/29/81
GAME: 22 - JET, CLOUDS		LEFT DIFF: BEG	RIGHT DIFF: NA
1. 21 BILL BUSBY	03/28/81	2. 18 JIM BURLEY	03/05/81 3. 15 ROBERT WALDMAN 01/18/81
GAME: 22 - JET, CLOUDS		LEFT DIFF: ADV	RIGHT DIFF: NA
1. 18 JIM BURLEY	03/05/81	2. 15 BILL BUSBY	03/28/81 3. 13 ROBERT WALDMAN 01/18/81
GAME: 23 - JET, GUIDED MIS, OPEN FLD		LEFT DIFF: BEG	RIGHT DIFF: NA
1. 21 JIM BURLEY	03/05/81	2. 19 BILL BUSBY	03/28/81 3. 17 JOE MILANO 01/29/81
GAME: 23 - JET, GUIDED MIS, OPEN FLD		LEFT DIFF: ADV	RIGHT DIFF: NA
1. 19 JOE MILANO	01/29/81	2. 19 JIM BURLEY	03/05/81 3. 19 BILL BUSBY 03/28/81
GAME: 24 - JET, OPEN FIELD		LEFT DIFF: BEG	RIGHT DIFF: NA
1. 21 BILL BUSBY	03/29/81	2. 19 JIM BURLEY	03/05/81 3. 15 JOE MILANO 01/29/81
GAME: 24 - JET, OPEN FIELD		LEFT DIFF: ADV	RIGHT DIFF: NA
1. 19 BILL BUSBY	03/29/81	2. 17 ROBERT WALDMAN	01/18/81 3. 15 JIM BURLEY 03/05/81
GAME: 25 - JET, GUIDED MS, CLDS, 2:2		LEFT DIFF: BEG	RIGHT DIFF: NA
1. 27 JIM BURLEY	03/05/81	2. 21 BILL BUSBY	03/29/81 3. 20 ROBERT WALDMAN 01/18/81

COMBAT

CARTRIDGE: 1

04/07/81

GAME: 25 - JET, GUIDED MS, CLDS, 2:2
1. 30 JIM BURLEY 03/05/81 2. 25 BILL BUSBY
LEFT DIFF: ADV RIGHT DIFF: NA
03/29/81 3. 24 BRIAN BAILEY 02/14/81

GAME: 26 - JET, GD MS, OPEN FLD, 1:3
1. 26 JIM BURLEY 03/05/81 2. 25 BILL BUSBY
LEFT DIFF: BEG RIGHT DIFF: NA
03/29/81 3. 21 GRETA STEELE 03/01/81

GAME: 26 - JET, GD MS, OPEN FLD, 1:3
1. 28 BILL BUSBY 03/29/81 2. 26 JIM BURLEY
LEFT DIFF: ADV RIGHT DIFF: NA
03/05/81 3. 23 JOE MILANO 01/29/81

GAME: 27 - JET, OPEN FIELD, 2:2
1. 26 JIM BURLEY 03/05/81 2. 26 BILL BUSBY
LEFT DIFF: BEG RIGHT DIFF: NA
03/29/81 3. 24 ROBERT WALDMAN 01/18/81

GAME: 27 - JET, OPEN FIELD, 2:2
1. 28 BILL BUSBY 03/29/81 2. 23 JIM BURLEY
LEFT DIFF: ADV RIGHT DIFF: NA
03/05/81 3. 22 BRIAN BAILEY 02/14/81

OLYMPIC GAMEBOOK SYSTEM

SAMPLE DATA COLLECTION FORM

DATA INPUT FORM

Submitted by _____

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